

LEVEL THREE

- Trader
- Enemy with Armour
- Enemy with Weapon
- Enemy with Armour & Weapon
- Enemy with Health/Coins/Common Keys
- Enemy with Armour, Weapon and Health/ coins/Common Keys

x2 Group of 2 Enemies
x3 Group of 3 Enemies
x4 Group of 4 Enemies

- Unlocked Gate
- Locked Gate (Requires Common Key)
- Locked Gate (Requires Special Key of Same Colour)
- Special Key
- Locked Gate (Requires Wall/ Floor Switch)

- Wall Switch with corresponding Fake Wall

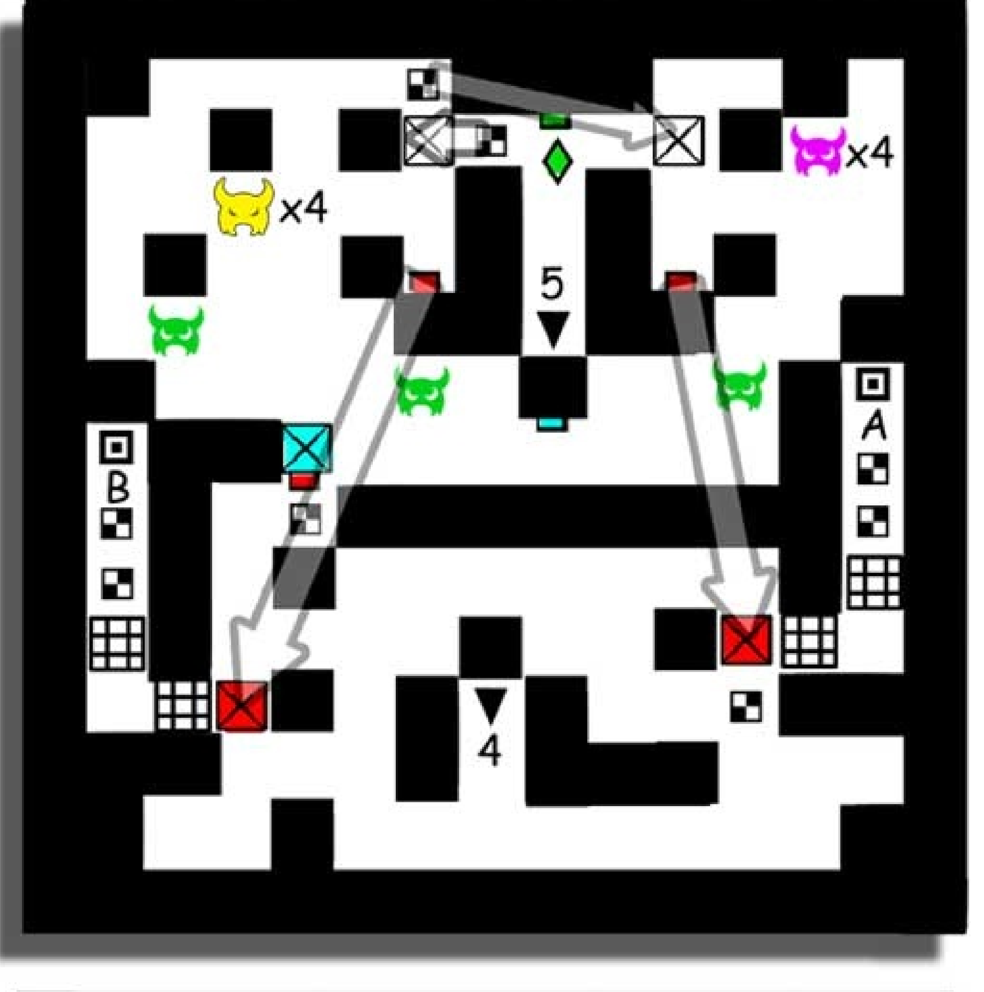
▲1 ▼1 Ladder Up and corresponding Ladder Down

A Hole in Floor with corresponding Hole in Ceiling

- Pressure Pad (Some are invisible)
- Resurrection Room
- Pressure Pad (Spins Player 180 degrees)

- Coins/Common Keys
- Shield/Armour
- Weapon/Ammo
- Health (Food/Drink/N'egg/Potion)
- Gem
- Wand

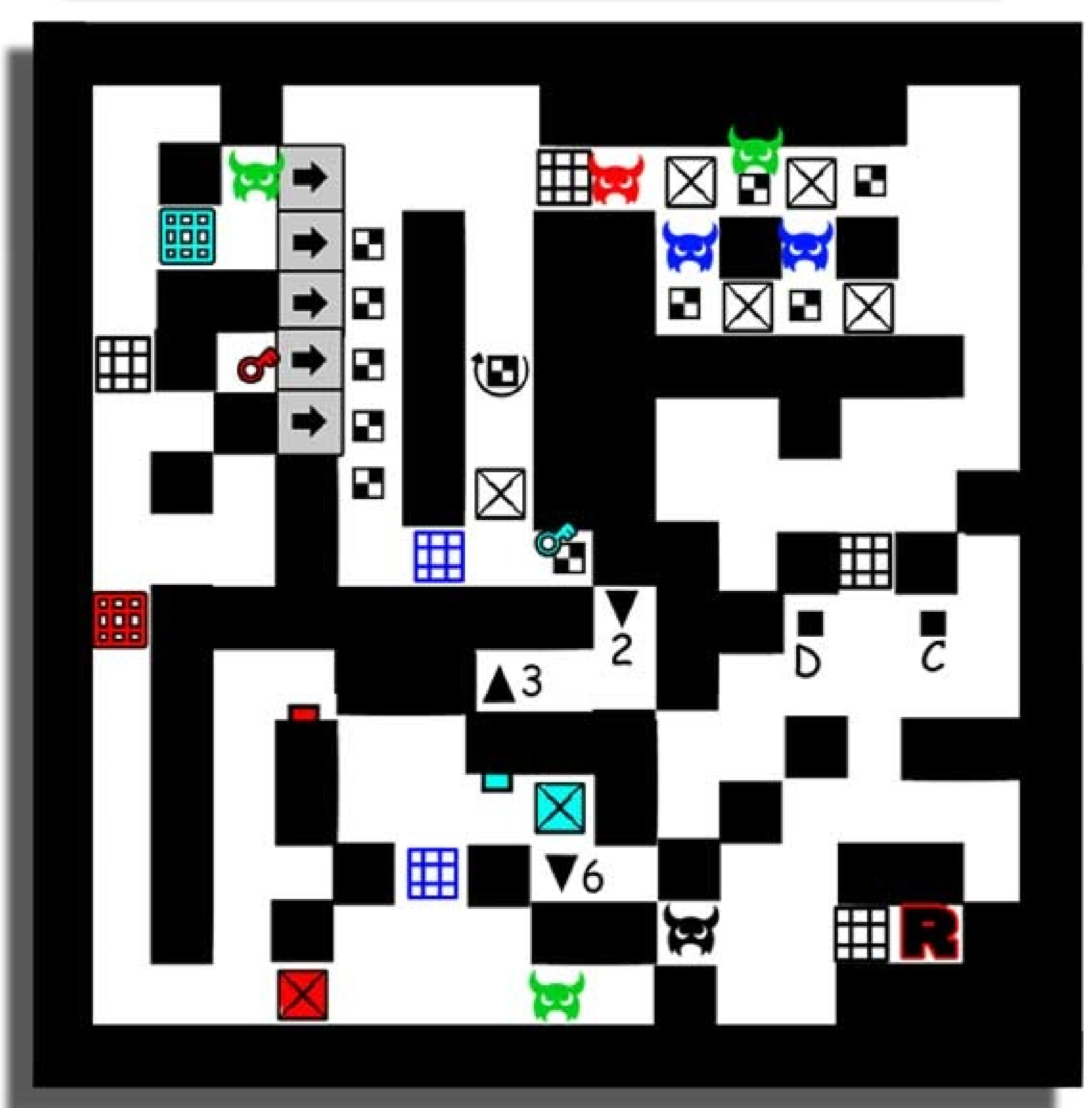
- Special Wall - Moves in direction of arrow after corresponding Floor Pad has been stood upon



You don't need to kill every enemy, in fact if you take any of them on, you'll quickly find yourself swamped. All you need to do is activate all the switches...after you've grabbed the Snake Gem, of course.

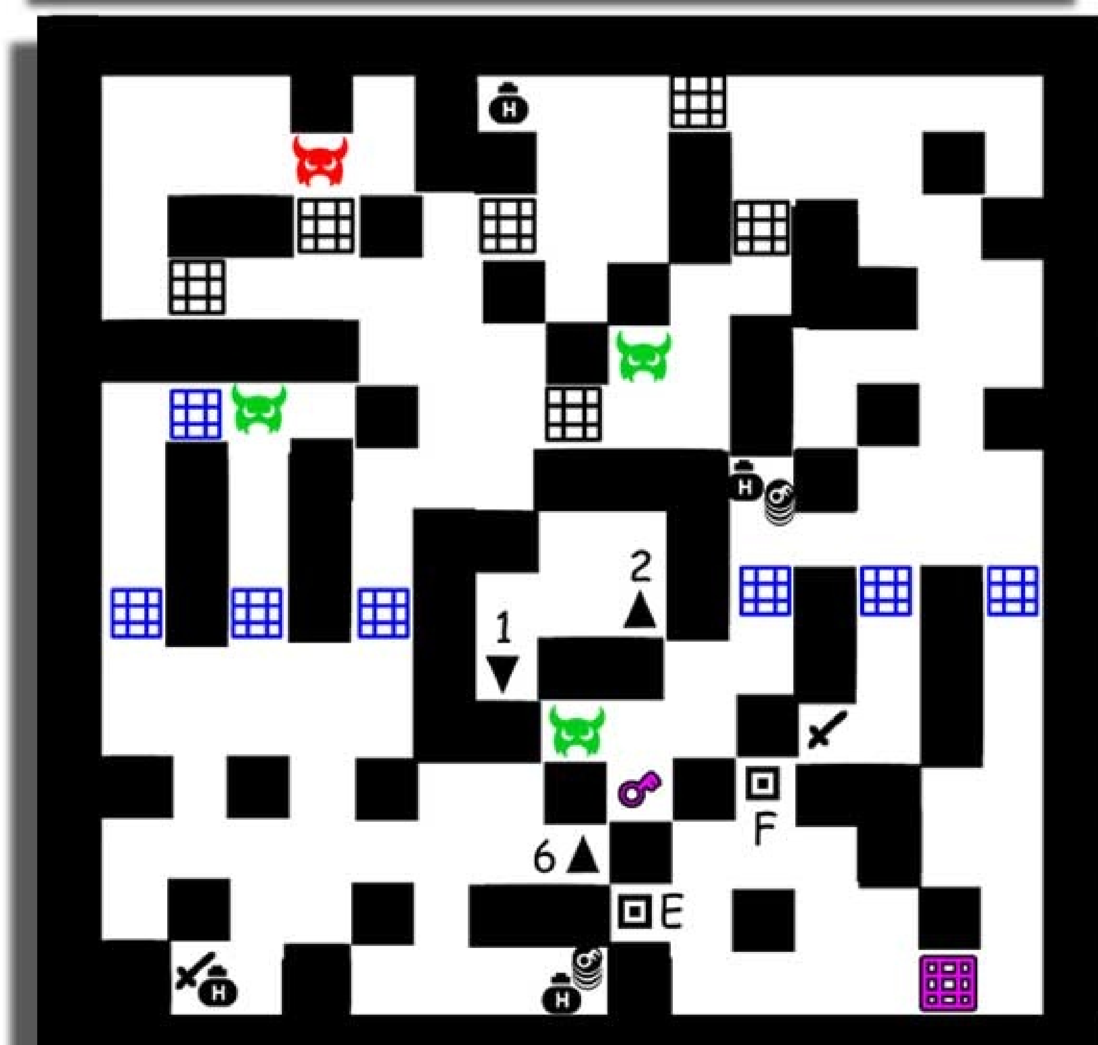


This floor is fairly simple; there are some goodies hovering over Hole D. Use the Levitate spell, and they're yours.

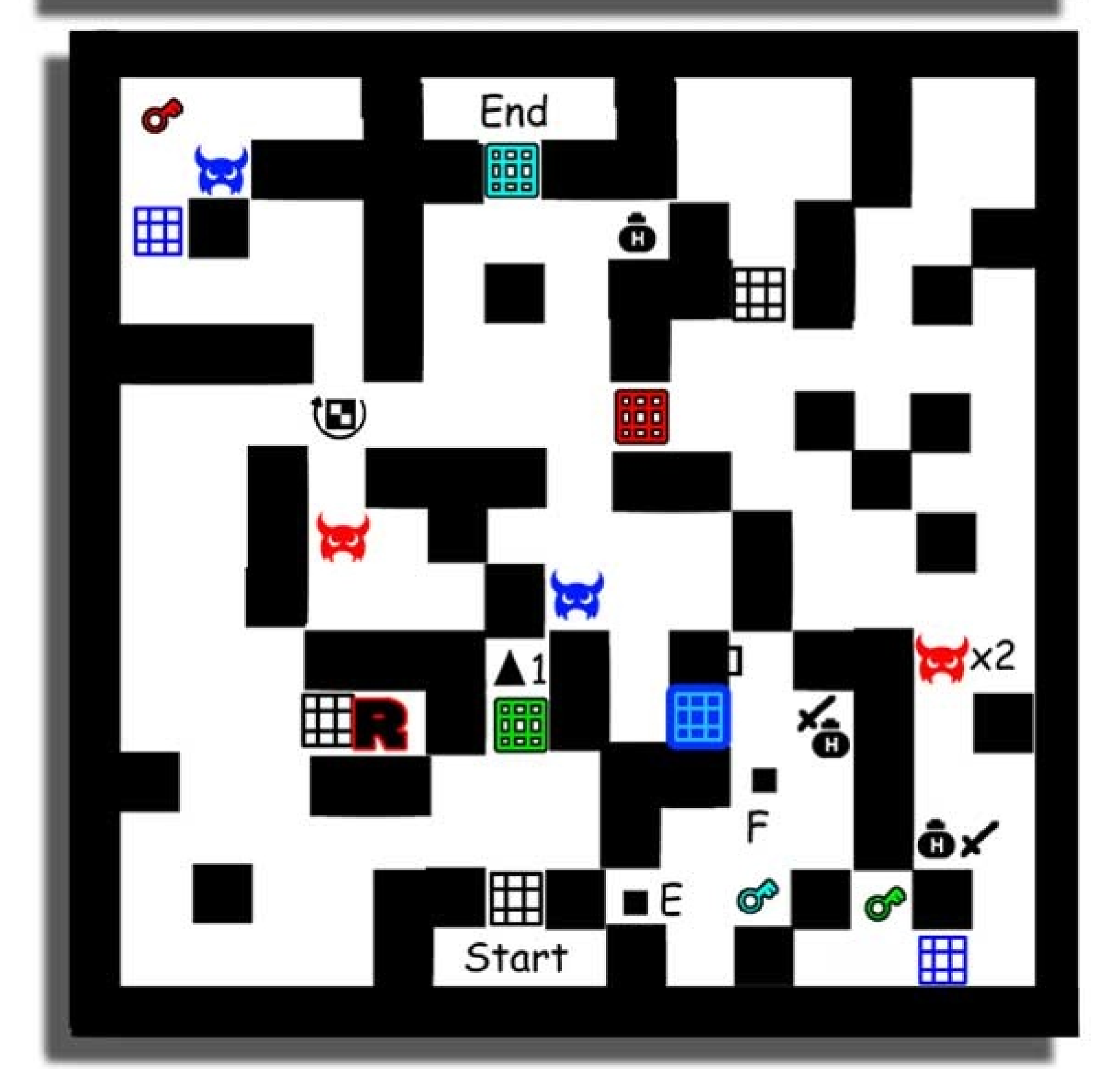


Now things get a little complicated. The first group of Floor Switches de-activates a Fake Wall with a skeleton hiding behind each one. Just work your way through, it's simple enough. The *second* batch of Floor Switches...I can see why so few people have attempted to map this game. As you step on each Pad, a wall slides in behind you from the right, rearranging the map slightly. At the end of the five Floor Switches, the map will look like this...

As you grab the Moon Key, you activate one last Floor Switch, that deactivates the Fake Wall. There's lot's of goodies at this switch, too!



It's possible to go through this floor without coming into contact with an enemy, although some of them hold food. Your choice.



If you consider this level to be a tower, starting at the bottom, sneaking your way up to the top via a central staircase, and working your way back down, you'll get some idea of where you're going. This floor is easy. Just grab the Snake Key, and start climbing the stairs!